

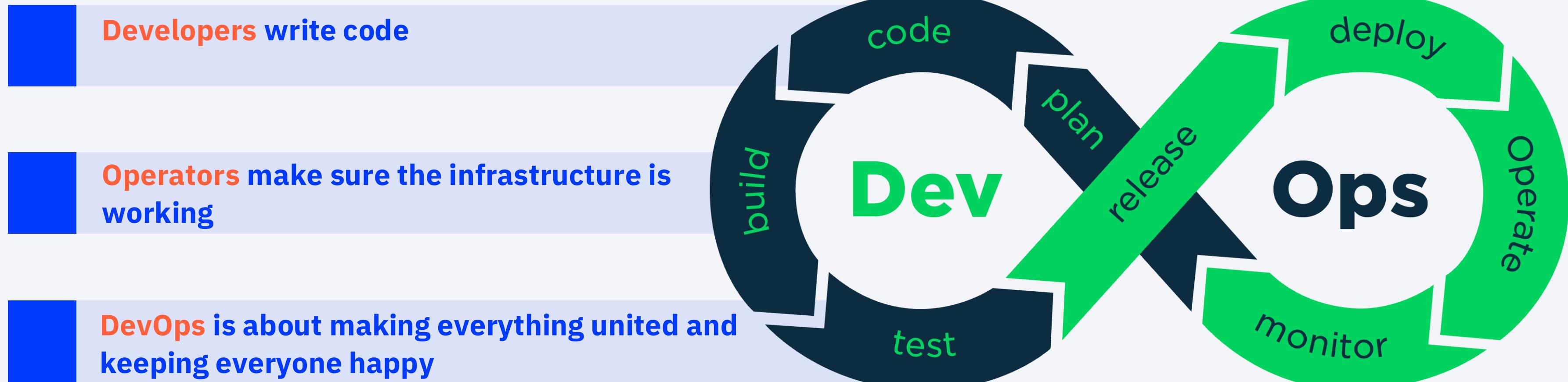
{EPITECH}



KICK-OFF

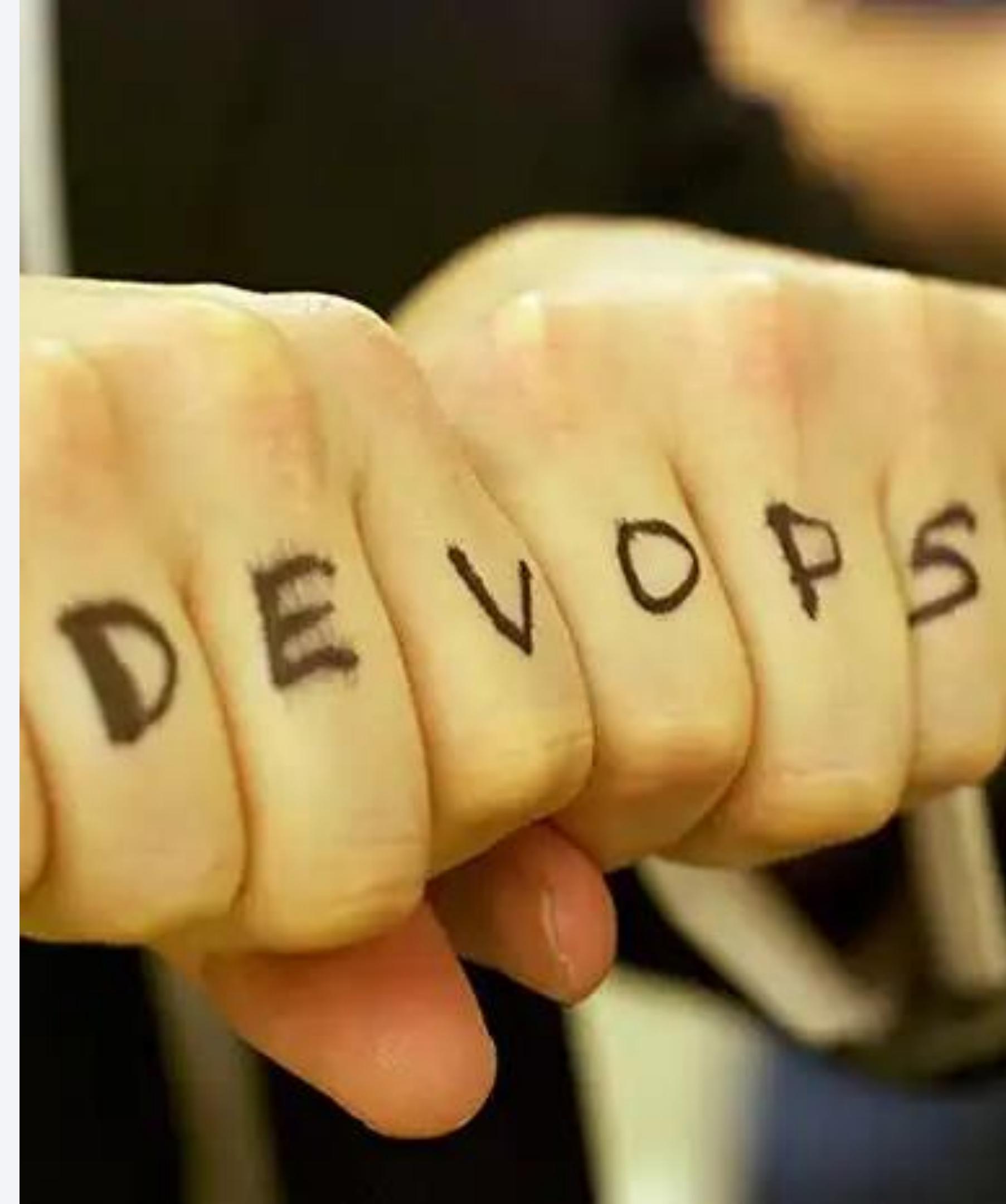
DevOps

About DevOps



The philosophy

Set of best-practices and tools between devs and sys admin to improve and shorten the development life cycle.



DevOps main benefits



Improved quality and automation

Faster, better, stronger product delivery

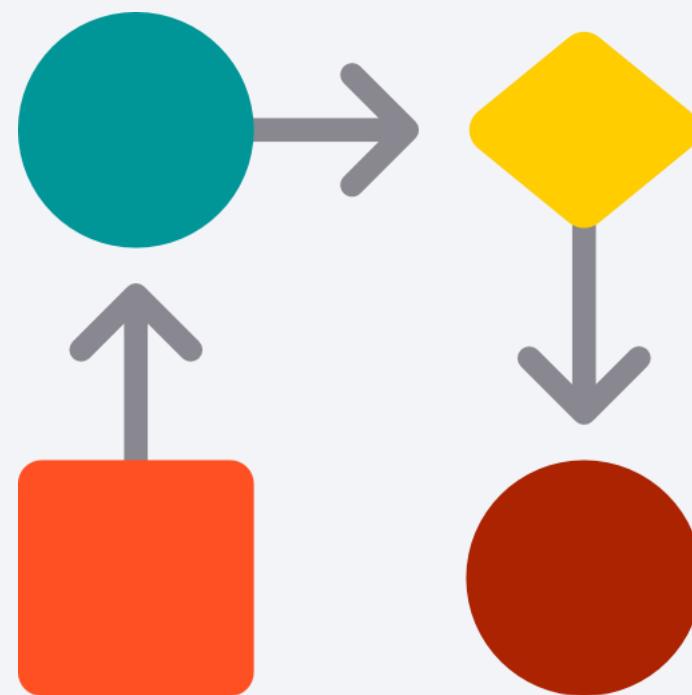
Easier maintainability and issue resolution

Greater flexibility, scalability and availability

Reduced complexity, cycle time, human labor and costs

More time + freedom for creative and innovative tasks

USE-CASE 1: Reproducible test environment



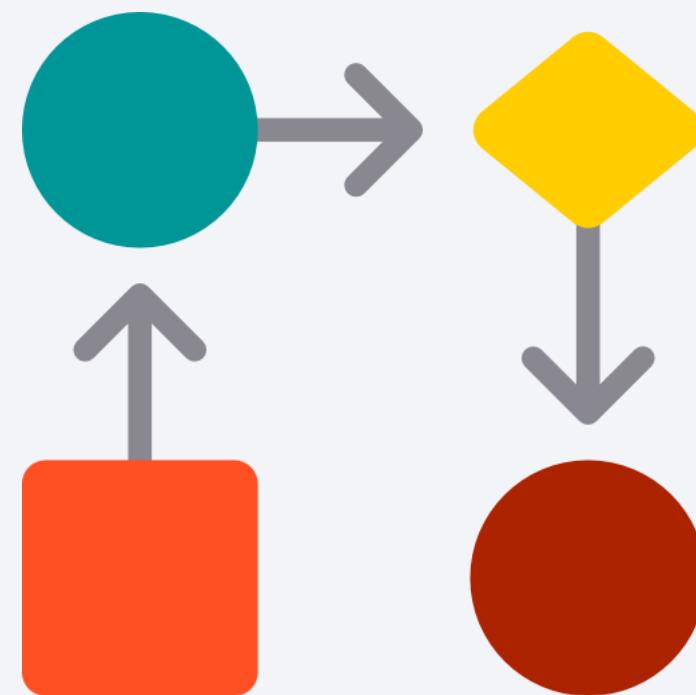
You embed source code, runtime and dependencies in containers

A system administrator runs the containers in production

Same behavior for everyone

No more excuse such as: “But it works on my machine!
:(”

USE-CASE 2: Continuous Integration

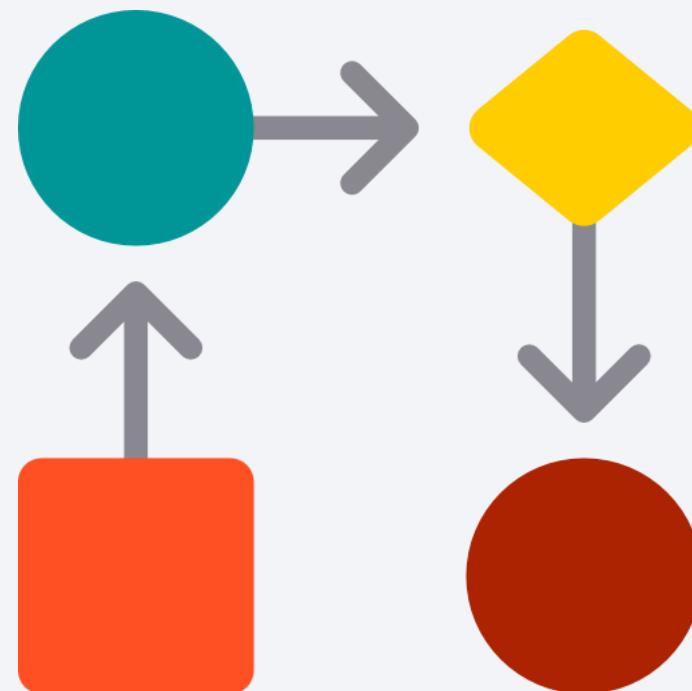


You specify how to compile and build your program

A system administrator provide an automation platform

Whenever you push to your repository, it checks everything for you

USE-CASE 3: Resilient applications



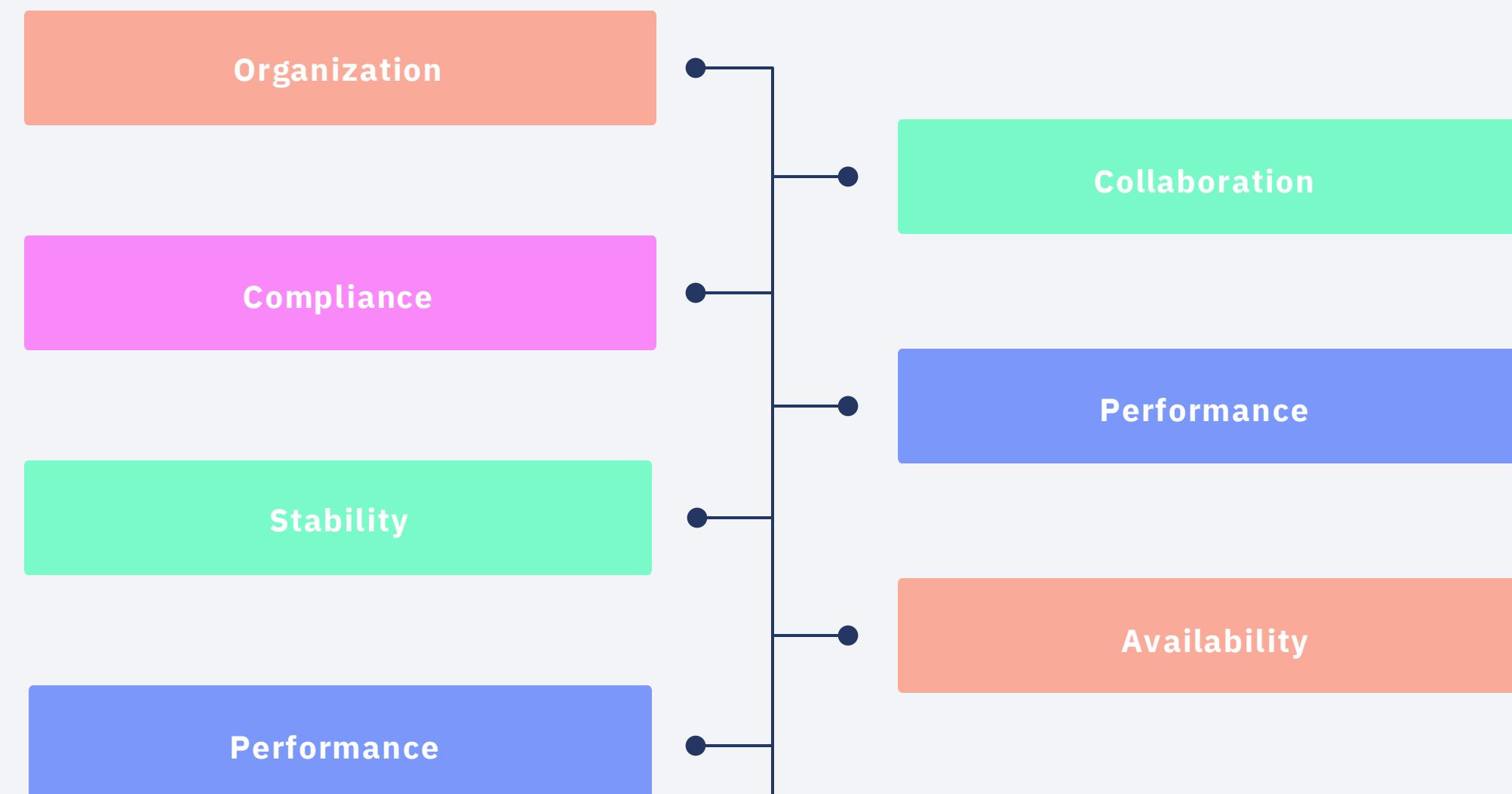
A system administrator build a multi-node infrastructure

It has some specific orchestration features

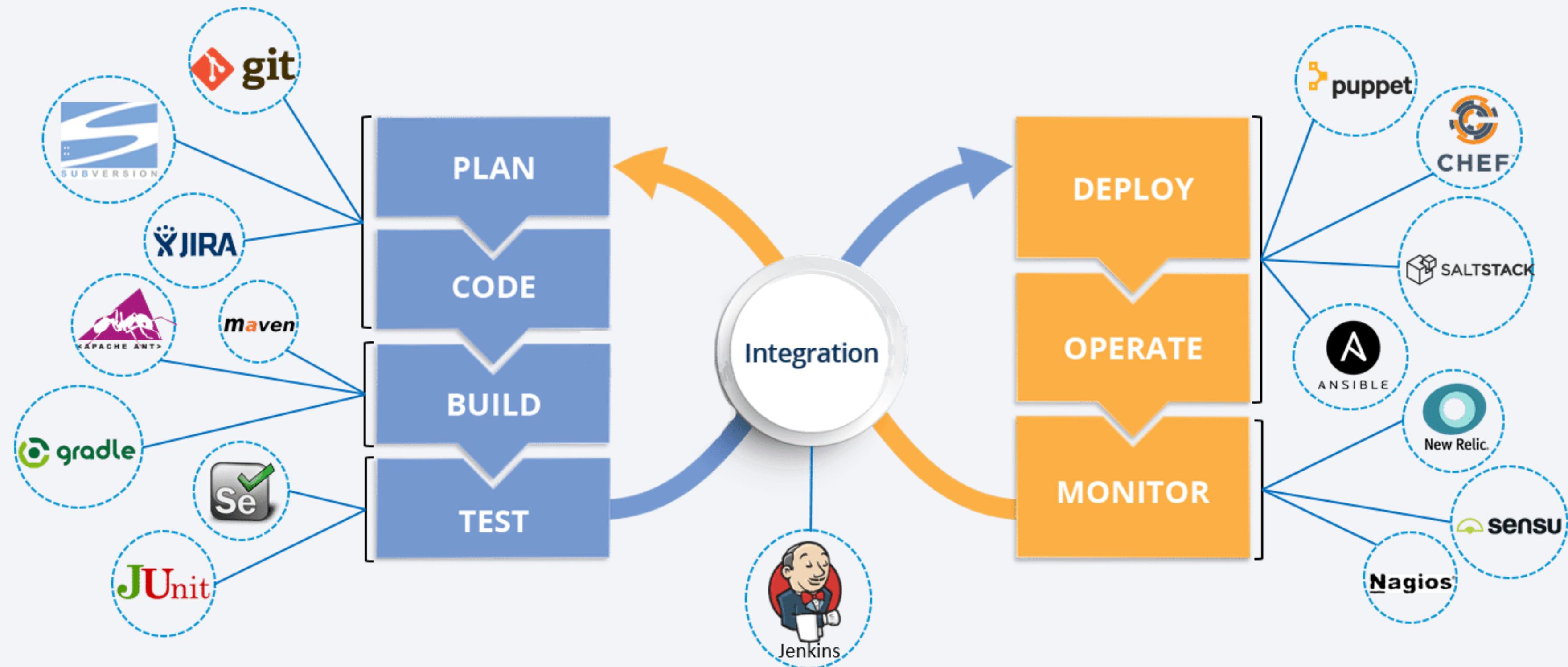
You deploy and never get worried if something breaks

DevOps main challenges

Challenges are the best way to improve



DevOps common tools



DevOps projects

**2 awesome projects
(3 if you choose T-DOP-603 in June)**

It will help you in your other projects

And it will facilitate your future work

Make sure you understand every notion



Stuff to dig and watch



[The twelve-factor app](#)



[DevOps in 5 minutes](#)



[The ING Bank improved its time to market from 13 weeks to less than 1](#)



[AAA Automated testing...for AAA games, by a Games developer advocate at Google](#)



[Game development with Dori Exterman, CTO at Incredibuild](#)



QUESTIONS?

